**DISTANCE SCOUTING PROGRAMME 5**

**“THE SPIRIT OF KONTIKI – ALL ALONE AGAIN”**

**(17 APRIL 2020)**

**Developed by: 1st BEDFORDVIEW SCOUT TROOP,** DISA ROAD, BEDFORDVIEW PO BOX 16117 DOWERGLEN. <http://www.1stbedfordviewscouts.co.za> [Facebook](https://www.facebook.com/groups/52684287286)

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| **You have until** *'insert date to be completed here'* **to complete this programme.. Follow the instructions carefully and you will be marked “present” for the programme, earn points for your Patrol and hopefully compete some advancement and prepare for upcoming programmes and camps. More importantly, HAVE FUN!!!** |

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| **Equipment required for programme:**   * A cell phone with internet access and WhatsApp access to your patrol WhatsApp Group * Paper and a writing implement * A map or atlas (not essential) OR access to a mapping programme (Google Earth, Google Maps etc) * Your personal journal |

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| **The PL should, as always, designate who is doing what and, if nobody is doing an item (such as posting a training video) do this item so that the patrol can complete the programme.** |

Last week you found out that only by righting the evil in Nottingham could break the witch’s spell. So you organised a successful rocket attack on the Sheriff of Nottingham’s forces and overthrew the evil sheriff. You then put together a programme to help the residents defend themselves from the hordes of bandits infesting the countryside. What else could you possibly do to break the witch’s spell?

On your way back to camp, you stopped to help an old widow who had dropped some fruit, remembering to do your good deed for the day. As you did, everything around you went blurry and started spinning faster and faster. The sounds of the bustle of Nottingham town fade to nothingness. It looks like your good deeds have broken the witch’s spell at last!

The spinning slows and things start to come back into focus, but instead of finding yourself back home you find yourself in what can only be described as paradise. Warm golden beaches, lush verdant forests and an azure sea whose blue matched only by the sapphire sky above. You may not be home, but this is much better than the Nottingham Forest! Where are you though and why didn’t you end up back home when the witch’s spell was broken?

**INSPECTION:**

Although you are in paradise, all you really want is to get back to normal, to see your parents, your friends, your patrol and your troop again. This unexpected extension of your time away from home and normality is going to be difficult. You take a deep breath and remember that scouts would not let this situation get them down. Doesn’t that relate to one of the Scout Laws? You can’t remember for sure.

Thinking back to your Promise and Law gives you hope and you realise that its guidelines are just what you need in a time of difficulty. You contact your patrol with your trusty cellphone (which again got sucked through with the witch’s spell and which amazingly still works and has unlimited battery). They all agree that the Promise and Law is something that should not be forgotten and you all decide to check how well you know your Promise and Law. DO NOT LOOK AT A COPY OF THE PROMISE AND LAW BEFORE COMPLETING THIS TASK.

**If you are 14 or older** write out your entire Promise and Law from memory and take a picture of the result on your patrol group. If you made a mistake, look at the Promise and Law take some time to learn the them and then repeat the exercise. No cheating, you remember something about being trustworthy in the Law!

**If you are younger than 14** write out your Scout Promise from memory and take a picture of the result on your patrol group. If you made a mistake, look at the Promise take some time to learn the it and then repeat the exercise. No cheating, you remember something about being trustworthy in the Law!

**If you are the PL** in addition to completing the above tasks, point out any mistakes that your patrol members have made to them PRIVATELY.

**GAME:**

You decide to explore the area to see if you can find out a bit more about where you are and when in history you are. In the spirit of the Scout Law, you decide to make a bit of a game of it and do a bit of a scavenger hunt. See if you can find the following items on your trip (pictures on a screen or in a newspaper / magazine do not count):

1. Something that does not belong to the people staying in your home during the lockdown;
2. Something older than 30 years (cannot be a person);
3. Something that was made outside of South Africa;
4. Something that you or someone staying in your home during the lockdown inherited;
5. Something gold coloured;
6. Something with a school badge on it;
7. Something that could be considered “a classic”;
8. A live insect or arthropod;
9. A black pen;
10. A photograph of someone who has subsequently passed on.

You may not be able to get all these items, but try your best! Post a picture of the items and send out a brief explanation. For example: “This is a book I borrowed from the library nobody in my home owns it. This is my mom’s doll she had as a child which is 35 years old.”

**WHICH WAY OUT?**

Your trip reveals that you are trapped on a small islet and your patrol members advise that they are also trapped on small islands. Though you have discovered a small spring with crystal clear water (what a pleasure after the disgusting water from Nottingham!) you realise that the food sources on the island are limited and that you are going to have to get off the island sooner rather than later. How to do it is the trick.

“What about Kon-Tiki?” Suggests one of your patrol members when you discuss the problem over WhatsApp.

“This is no time to be taking about Kontiki. I think we can accept that Kontiki 2020 is not going to happen for us!” replies another. “And we don’t have barrels to build a Kontiki raft.”

“No, not the raft building competition. The original Kon-tiki” comes the reply. “In 1947 the Norwegian Thor Heyerdahl wanted to prove that South Americans could have settled Polynesia using traditional methods. He built the Kon-Tiki (named after the Incan god Viracocha’s nickname) using traditional materials and pictures made of South American boats made by the conquistadors. He and his crew sailed for 101 days and covered some 6 900km before reaching French Polynesia. Our scout Kontiki competitions are named after the original Kon-Tiki raft, which can be seen in a museum in Oslo today.”

Your patrol is very excited about the possibility of building a traditional raft until someone points out that it is fairly pointless having a raft if you don’t know how to navigate it. Sorting out navigation needs to be your first port of call.

**If you have completed the “Adventure” Theme from the Discoverer Badge** put together an online training exercise for your patrol on mapping. This training session should cover Item 5 of the Scoutcraft Map Reading Badge and should include some sort of activity for your patrol to do at home. This training exercise should be completed by no later than this coming Wednesday to allow your patrol to complete the exercise before Friday. Your training can be done in a series of posts, or one large post.

**This covers item 1i of the “Adventure” Theme of the First Class Badge. See pages 76 to 81 of “My Scout Journey” for tips on map skills.**

**If you have not completed the “Adventure” Theme from the Discover Badge** take part in the training exercise and then build an improvised compass for use on your raft when you have completed it. The compass should include a rose with the 16 main points of the compass. Pay special attention to the training you receive on the mapping, the Map Reading Scoutcraft Badge counts towards Item 2i of the “Adventure” Theme of the Discoverer Badge. Post a picture of your compass on your patrol group and get your parents to check that it can find north.

**This covers part of item 1iv of the “Adventure” Theme for the Traveller Badge. See Page 80 of “My Scout Journey” for tips on how to make your compass.**

**WHERE IN THE WORLD?**

Though you are putting together a plan to navigate your raft once you have built it, you still have no idea where you are on earth and where in history you are. This information is vital if you are going to find your way home.

Using your cell phone signal, your scouting friends from around the world can give you some clues as to where on earth you could be. Use these clues to try find out where you are. Post your answer on your patrol group once you are done. Google Maps should be sufficient to allow you to find your location.

1. You are east of New York City.
2. You are south of Istanbul.
3. You are west of Tokyo.
4. You are within 5˚ of the equator.
5. You are in the territory of a Muslim majority country.
6. The nearest county to you aside from the country that you are located in is located entirely on islands (one main island and several offshore islands).
7. You are close to a sea that reminds you of coffee.
8. One massive island lies directly west of you, another directly east of you. Both are known for orangutans and both are islands whose names you could reasonably be expected to know.
9. You are in the southern hemisphere.
10. The group of islands you are in (located between the two massive islands) has a double letter in the name of the islands.
11. You are north of the island that gives the group of the islands you are in their name.
12. You are on one of the tiny islets in the strait between two larger, named islands. To identify your approximate location name the two larger islands you are located between. You would not normally be expected to know the name of these islands, though large compared to the island that you are on, compared to the two massive islands mentioned above they are tiny. These two islands begin with “B” and “S” respectively.

**CALLING HOME:**

**This covers part of Item 1ii of the Leadership Theme from your First Class Badge. You need to maintain the blog for a term to pass this item.**

Looks like your folks are going to have to do without you for a little longer. Curse the witch! Best keep them up to date.

**If you have completed your “Leadership” Theme from your Discoverer** upload the latest photos etc onto your patrol blog. If your blog is not up and running yet, get it going! If you can’t do a blog, set up an Instagram page or something similar. **If nobody needs to complete this item the PL should set up the blog.**

**This covers part of Item 1i of the Personal Development Theme from the Traveller Badge. You need at least five entries to pass the item.**

**If you are not running the blog** update your Personal Log. Maybe add some of the photos of what you are doing.

This Distance Scouting Programme is an experiment. We would appreciate constructive feedback on the programme. Please send this to [andrew.campbell@scouts.org.za](mailto:andrew.campbell@scouts.org.za).

**TROOP DISMISSED!**